FINAL GIRL

SERIES 2

LORE & SCENARIO

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WHEN THE KONRAD FIRST BECAME INFESTED AFTER RAIDING AN ABANDONED AND DECREPIT SPACE FREIGHTER, THE CREW HAD NO IDEA THAT A HATCHLING EVOMORPH HAD RETURNED WITH THEM

The hatchling invaded the body of one of the crew by crawling into one of their orifices. Hatchlings incubate inside the host's body until they reach a size where the host is no longer sufficient in size or provided nutrients. At that point, it bursts forth from the host creating its own orifice and killing the host.

Younglings hunt and feed on whatever living beings they can find. They are incredibly quick and deadly. While their exoskeleton is tough, they can be damaged and even killed with human-designed weapons. They are also very susceptible to fire. Once a Youngling has fed on enough victims, it will evolve into its full-grown Adult form.

Adult Evomorphs can survive for several years on no food. They hunt purely for sport as they instinctually learn while being a Youngling, even though they are often only in that stage for a matter of hours. An Adult Evomorph is essentially a killing machine and will even attack other Evomorphs for sole superiority.

DEATH IN THE VOID

Most of the crew, including Ellen, didn't know it, but government officials sent the Konrad on a mission to uncover the secrets of the Evomorph. The raid on the decrepit carrier was a ploy to find the Evomorph hatchling. Ellen found a crew member dead in one of the service tunnels in a grizzly scene. Her crewmates didn't believe her at first, but then they found the Facilities Tech being devoured in the Mess Hall. After discovering that a parasitic ultra-predator was aboard the ship, Ellen has vowed to defeat the beast. She knows she has options, and if she needs to, she'll use the self-destruct sequence to take the fiend to hell with her!

FINAL GIRL: Ellen

SETUP: Junction Danger

ITEMS: *Set up the Item decks as normal.*

EVENTS: *Set up the Event deck as normal but starting Event is Jonas the Cat.*

USS KONRAD TERROR CARDS (3): "Let's test the Maintenance Shafts", Gas Leak, Garbage Day

EVOMORPH TERROR CARDS (7): *Select 6 regular at random and 1 Minor Dark Power at random.*

DARK POWER: Acid Blood

FINALE: Death in the Dark

MINOR DARK POWER
SIDESWIPE
Whenever the Evomorph Vanishes, perform the following Killer Action before it disappears:
"LET'S TEST THE MAINTENANCE SHAFTS"
For this turn only, all Enemies can freely move through any Maintenance Shafts.
For each Enemy that moved through a Maintenance Shaft this turn,

When drawing Ambush cards, draw +1 and choose the card with the highest Danger.
DEATH IN THE DARK
ACID BLOOD
When revealed, place the Evomorph in the closest space to you without a and remove all
Whenever you damage the Evomorph in your space,

SPECIAL RULES: None.

SIMULATION

Training Memo.

Welcome to the Evomorph survival training simulation. Today's simulation will be a study of whether a group of 12-15 people at a secluded cabin could survive the presence of an Evomorph Hatchling. In the more likely occurrence that no one survives, we would like to know how long it takes the Evomorph to dispatch all of them. You will take the role of the strongest and most resourceful one of the bunch. Your aim is to survive the simulation, or if you cannot, to survive as long as possible.

FINAL GIRL: Ginny or Ava

SETUP: Couples Weekend

ITEMS: *Set up the Item decks as normal.*

EVENTS: *Set up the Event deck as normal.*

WINGARD COTTAGE TERROR CARDS (5): *Select 5 at random.*

EVOMORPH TERROR CARDS (5): *Select 5 at random.*

DARK POWER: *Set up the Dark Power card as normal.*

FINALE: *Set up the Finale card as normal.*

SPECIAL RULES: When drawing Events, draw two and choose one to put in play. Discard the other. During Setup create two Terror decks, one from the Wingard Cottage Terror Cards and one from the Evomorph Terror cards. When resolving the Killer Phase, you may choose which Terror deck you draw from.

MADNESS FROM THE STARS

Ellen had been committed after she told her story. Anyone who would believe her or knew the truth was dead. Wolfe Asylum freaked her out, something about it felt wrong. She stepped into the Common Room and saw an older nurse handing out prescriptions. As she stood in line, her eyes fell on the door behind the nurse. It was thick tempered glass, and on the other side a man clawed at the door, unable to get in as the door was locked. "Please, somebody! My chest, my chest hurts!" The man screamed. Ellen shivered at those words, when suddenly her fears became reality. The man's chest exploded and a chittering, insect-like predator crawled out of him and disappeared into the asylum. Ellen threw up her hands and said, "Now do any of you assholes believe me?"

FINAL GIRL: Ellen

SETUP: Madhouse Faceoff

ITEMS: *Set up the Item decks as normal.*

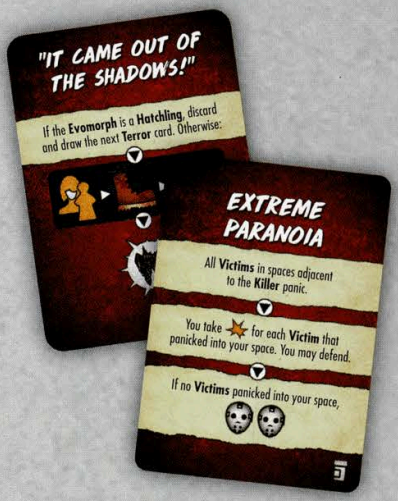
EVENTS: *Set up the Event deck as normal but starting Event is Dangerous Addiction*

WOLFE ASYLUM TERROR CARDS (1): Extreme Paranoia

EVOMORPH TERROR CARDS (9): *Select 9 at random.*

DARK POWER: *Set up the Dark Power card as normal.*

FINALE: Death in the Dark


"IT CAME OUT OF THE SHADOWS!"
If the Evomorph is a Hatchling, discard and draw the next Terror card. Otherwise:
EXTREME PARANOIA
All Victims in spaces adjacent to the Killer panic.
You take for each Victim that panicked into your space. You may defend.
If no Victims panicked into your space,

SPECIAL RULES: You may place any pills you find on a Victim Save effect to take that effect and count it towards unlocking your Ultimate Ability.

WHEN CHIEF SCIENTIST SAMUEL LISSARD ENTICED KATE CARPENTER TO JOIN HIM TO DO SOME VERY IMPORTANT BIOLOGICAL RESEARCH IN THE ARCTIC, SHE HAD NO IDEA SHE WOULD BE FIGHTING FOR HER LIFE AT STATION 2891 IN ANTARCTICA.

Unbeknownst to the other scientists, researchers, and staff at the station, Lissard had developed a mutagenic virus that could, in theory, transform humans into super-human versions of themselves with incredible strength, speed, and toughness. It was time to test the virus on human subjects, but knowing the risks, his client the [redacted for reader's safety] government insisted on a remote location and secrecy. Not even his fellow residents of the station could know about the experiment... at least not until the subject's performance could be observed.

To cover as many bases as possible, Lissard recruited scientists from a variety of backgrounds, blood types, builds, genders, and ethnicities. To avoid any suspicion, he brought some parasitic worms with him and injected them with the virus. They were the perfect introduction vehicle and would do all the work by finding a human host all on their own. He only had to preserve them until they reached the warmth of the station, then release them, and wait. If the virus worked, the mutations would quickly follow and it would be quite evident if successful.

COLD AS ICE

"Pow!" The shot rang out in the toolshed behind Kate as she traversed the snow-covered ground. It was nothing less than he deserved, she thought. The light was fading and Kate looked across the grounds toward the Commander's hut. She was not alone out here. Her instincts told her to go see who else was out here since the snowfall and their heavy coats made it impossible to tell. Not to mention it could be dangerous and she had no idea who she could trust! And then, and it was certainly no accident, the fire alarm went off...

FINAL GIRL: Kate

SETUP: Quittin' Time

ITEMS: *Set up the Item decks as normal but place the Old Revolver as the face-up card on the Tool Shed Item deck.*

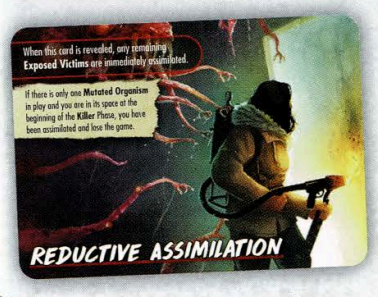
EVENTS: *Set up the Event deck as normal but starting Event is "Someone Pulled the Fire Alarm!"*

STATION 2891 TERROR CARDS (4): "It's not safe in here!", "The generator is out.", "They... just left.", "We can't stay here"

ORGANISM TERROR CARDS (6): "It just... absorbed them.", "Have you seen how disgusting it is?", "It could be anywhere, or anyone!", "It senses we are vulnerable!", "It must be you!", "Someone is destroying the tests!"

"IT'S NOT SAFE IN HERE!"
Each Victim that is adjacent to a hallway moves into the hallway.
Panic one Victim from each space.
"SOMEONE IS DESTROYING THE TESTS!"
Discard the Test Kit from the that is closest to you.
One normal Victim within 2 spaces of the associated is killed.

FINALE: Reductive Assimilation


When this card is revealed, any remaining Exposed Victims are immediately assimilated.
If there is only one Mutated Organism in play and you are in its space at the beginning of the Killer Phase, you have been assimilated and lose the game.
REDUCTIVE ASSIMILATION

SPECIAL RULES: Increase Bloodlust by one at the start of the game.

SOMETHING IN THE WOODS

Imagine if the Big Bad Wolf could actually look exactly like Grandma. No big eyes, teeth, or ears. Just Grandma waiting to mutate into a grotesquely deformed thing at the most opportune moment. Well, thanks to a ritual performed by some fairies in the Glen, you won't have to imagine it at all. The Organism has come through a rift in time and is now infesting the Storybook Woods. It will be up to Red to stop a different kind of evil in this fairy tale. Whether it has a happy or a Grimm ending is entirely up to her.

FINAL GIRL: Red

SETUP: Picnic

ITEMS: *Set up the Item decks as normal but make sure that the Hatchet and Knife x2 Items are included.*

EVENTS (5): Harmless Old Woman (Starting Event), Primrose Flowers, The Woodsman, Travelers, Fairy Ring

The Event deck should have Harmless Old Woman as the starting Event and the remaining Events shuffled together.

STORYBOOK WOODS TERROR CARDS: *Set up the Terror deck as normal.*

ORGANISM TERROR CARDS: *Set up the Terror deck as normal.*

FINALE: Cognitive Assimilation

HARMLESS OLD WOMAN
"Help an old woman, my child."
The Killer is disguised as Grandmother, and the Victims do not realize it! Any Victims in a space adjacent to the Killer move into the Killer's space.
Discard this card.

When this card is revealed, any remaining Exposed Victims are immediately assimilated.
If there is only one Mutated Organism in play, you must discard 2 Action cards at the beginning of the Killer phase. If you cannot, you have been assimilated and lose the game.
COGNITIVE ASSIMILATION

SPECIAL RULES: Place the White Special Victim Meeple in the Killer space during setup. This is "Grandma". If you test Grandma, the result will automatically be Assimilated. You cannot attack Grandma until she has been tested. Grandma is considered a killer with Attack and Movement of 1. She will perform all killer actions from Terror cards.

ZERO GRAVITY VIRAL RESEARCH

Memo excerpt written by Dr. Samuel Lissard to <redacted> re: Space X mission 117

"...and I understand your reasoning for why my request was denied, but as a friend, and one who OWES ME for saving your life, I am asking you to make an exception and do what must be done. It is incredibly important that the impacts to and from this virus be studied. I don't care who the subjects are, hell use placebos too if you want plausible deniability (just as a precaution of course), but this research MUST be done. I would do it myself, but I am heading to the Arctic soon to do... my own research. Can you make this happen? I look forward to your reply."

Spoiler alert: They made it happen.

FINAL GIRL: Jeanette

SETUP: Hard Choices

ITEMS: *Set up the Item decks as normal.*

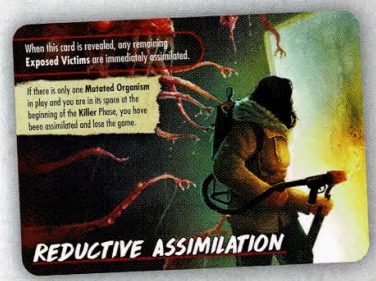
EVENTS : *Set up the Event deck as normal but starting Event is Weapons Locker.*

USS KONRAD TERROR CARDS (2): Gas Leak, Minor Dark Power: Slippery

ORGANISM TERROR CARDS (8): *Remove all Minor Dark Powers, then select 8 at random.*

FINALE: Reductive Assimilation

GAS LEAK
Roll a die to determine which Maintenance Shaft(s) leak toxic gas:
1: UPPER LEFT & RIGHT
2: LOWER LEFT & RIGHT
3: UPPER LEFT
4: UPPER RIGHT
5: LOWER LEFT
6: LOWER RIGHT
MINOR DARK POWER
SLIPPERY
The Killer can freely move through all Maintenance Shafts.


When this card is revealed, any remaining Exposed Victims are immediately assimilated.
If there is only one Mutated Organism in play and you are in its space at the beginning of the Killer Phase, you have been assimilated and lose the game.
REDUCTIVE ASSIMILATION

SPECIAL RULES: All Mutated Organisms benefit from Minor Dark Power: Slippery. Ignore the health value on it and once it is in play it cannot be removed.

THE NEWS CHANNELS ARE ALL REPORTING THE SAME THING: ANOTHER COUPLE HAS BEEN FOUND DEAD IN THEIR HOMES, BODIES RAVAGED AND MUTILATED. THE CHANNELS ARE TYING THEM BACK TO THE OTHER CULT KILLINGS THAT HAVE OCCURRED IN THE PAST FEW MONTHS. RUMORS SAY IT MIGHT EVEN BE THE SAME KILLERS FROM THE LAST SET OF MURDERS THAT OCCURRED YEARS AGO. IF THAT'S TRUE, THESE KILLERS HAVE BEEN AT LARGE FOR A LONG-ASS TIME.

"EVEN IN DESPAIR, ONE CAN FIND PURPOSE."

What drives a woman to a life of slaughter? Is it love? Money? Power? In Trish's case, it was hopelessness. Trish grew up surrounded by hopelessness. It was in the air of the neighborhood she lived in. It was in the buildings that were falling into disarray. It was in the eyes of children growing up on the streets, dreams already crushed before they could be fully formed. Worst of all, it was in her own home. It was in the dirty walls and stained carpets. It was in the burnt-out lights and far too small meals. And it was in her father.

Trish's father was a strict and unpleasant man. By day he worked at the local junkyard, and by night he drank to drown his sorrows. He worked tirelessly for them to scrape by, but it was never enough. Her father had grown up religious and passed on his beliefs to her. He taught her that God was in all people and all things, even in their suffering. Her father taught her the meaning of suffering day after day after day. She hated her home. Her only reprieve from the hopelessness of her daily life came in the form of the local church.

The church was different. It was full of hope and dreams, unspoken prayers and wishes. In it she wished too. Every day she prayed for a way out of her hopeless life, a way for the suffering to end. One day, her prayers were answered. It had been a Tuesday, shortly after her 19th birthday and she had had a big fight with her father. She was tired of being chained to his side and wanted to move out. He didn't respond too kindly to these wants and threatened to "rip her stupid mouth off her face" if she spoke like that to him again. Later that day, upon returning home from evening mass, she sensed that something was different. The house was quiet, too quiet. Normally her father would be home by now, drunk out of his mind; rambling and cursing, trying to combat the hopelessness in the only way he knew how. She found him upstairs, hanging from the ceiling rafters. He looked so peaceful hanging there, drifting slowly back and forth, back and forth. Trish had never seen him look so happy, so beautiful. Her father was no longer the man he had been in life, he was far removed from the suffering of this hopeless world. Trish knew then what she was meant to do, this was her sign. She was to become a shepherd, one who guides lost souls away from the suffering of life and to the beauty of death. Say hallelujah!

"DO NOT BE AFRAID LITTLE LAMBS, YOUR SUFFERING IS AT AN END."

He was born different. When he came out of his mother's womb; silent and staring, his parents took one look at him and knew something wasn't right. He was deformed, hideous in his parents' eyes. What should've been the start of a life full of promise instead became the start of his punishment.

They placed a soft cloth mask over his head and kept him mostly isolated. Growing up, his stone-grey room was the only world he knew. At first, he was allowed to wander around the cold, dark room and the visitors; his caretakers, would look at him, and sometimes even play with him. But that all changed in his early teens. One of the visitors; the smaller one, had been playing with him but he could tell she was going to leave soon. He was going to be left all alone again and didn't want that. He was having so much fun and didn't want it to end.

When she got up to leave he grabbed on tight around her chest. She struggled in his mighty grasp. He didn't want her to go; he wanted to ask her to stay but didn't know how to. So he squeezed tight so she couldn't leave. There was a loud cracking sound and the visitor began to scream. The loud noise hurt his ears, but he didn't let go. He heard more cracking and popping noises as the screams got louder and louder and the struggling became more desperate.

He felt something hard smash against the back of its head. Another visitor pounded him over and over and over again, but he felt no pain... it felt more like dull thuds. Eventually, the first visitor stopped struggling and he let her go; she wouldn't leave now. After that day, he was no longer able to move around his room and the visitors stopped coming to play. Several years passed until he met his final visitor.

It was a cold day when she arrived. He was shivering and could feel his feet going numb on the cement floor. He had heard loud noises coming from outside, piercing wails that made his ears ache. He heard the creak that signified someone had entered his room but the sounds were different than the expected visitors', light taps instead of the harsh stomps that he usually heard.

UNWELCOME DINNER GUESTS

Ginny wasn't the type of girl to fall head over heels for a guy, but Sam was someone she was definitely enamored with. He shared her love for the outdoors, was smart and funny—all qualities she loves in a guy. Despite all this, she was very uncomfortable with meeting Sam's family at his parents' upcoming wedding anniversary party. The whole family will be there, and she wasn't fond of large group gatherings, especially when she didn't know the people. To make matters worse, the party was being held at the family cottage in the middle of nowhere, so she would be stuck with these people for a couple of nights. At least the cottage was in the middle of the woods—that's where she's expecting to spend most of her weekend, going on long hikes to help clear her mind. "Who knows?" she thought. "It could actually turn out to be a really fun weekend."

FINAL GIRL: Ginny

SETUP: Special Occasion

ITEMS (12): Chisel, Blender, Blueprint, Fireplace Poker, First Aid Kit, Knife, Lucky Rabbit's Foot, Map, Mysterious Pills, Shotgun, Wooden Bat x2.

CRAFTED ITEMS (4): Disemboweler, Nail Trap, Sawed-off Shotgun, Spear.

EVENTS (4): Getting Resourceful (Starting Event), Escape Attempt, Battle Ready, Loser Boyfriend

The Event cards should be in the order they are listed, with Getting Resourceful on top.

MINOR DARK POWER
COORDINATED ATTACK
At the end of each Killer phase, resolve the following effect:
"THAT WASN'T A RANDOM ATTACK"
If there are no Victims on the board, discard and draw the next Terror card. Otherwise:

WINGARD COTTAGE TERROR CARDS (5): "Oh my God, what is happening to us?", "That wasn't a random attack", "There's someone out there", "What happened while we were gone?", "We were passing by and thought we heard a scream".

INTRUDERS TERROR CARDS (5): Minor Dark Power: Coordinated Attack, "Go away!!!", "They will hunt you" x2, "We're all going to die!"

DARK POWER: Strength in Numbers

FINALE: Hunt Sweet Hunt

SPECIAL RULES: When setting up this scenario, place "There's someone out there" as the top card of the Terror deck.

GROWING THE FLOCK

The Intruders' motives are hard to comprehend. They appear to genuinely believe that they are doing good, freeing their victims from a life of suffering, and releasing souls from their carnal prison. At the conclusion of their trial for their first murder, their lawyer was successful at getting a reduced sentence on the condition that they would be getting treatment for what she convinced the judge and jury was a mental illness that was influencing their behavior. The three of them were sent to a low security facility to get help. But they didn't get any help there and remained adamant about their cause. They instead used the opportunity to seek out new recruits, similar thinking individuals who shared the same fervor to be a shepherd of souls. They preached their message for several weeks while at Wolfe Asylum and were starting to get some followers. That stopped when Heather, one of the nurses, raised concerns about what they were doing to the administrators. After that, the Intruders were kept isolated from other patients. It was at that time that they decided it was time to leave, and anyone who wasn't with them, was against them.

FINAL GIRL: Heather

SETUP: Padded Rooms

ITEMS (12): Doctor's Bag, Defibrillator, Energy Drink, First Aid Kit, Hook-Handled Bone Hammer, Knife, Laughing Gas Canister, Mysterious Pills x2, Physician's Manual, Scalpel, Tranquilizer Gun

EVENTS (3): Dangerous Addiction (Starting Event), Dr. Sunshine, Scratching and Biting

The Event cards should be in the order they are listed, with Dangerous Addiction on top.

"GIVE US OUR MEDS!"
For each Victim in your space, do one of the following: discard a Pill OR take (you may defend).
MINOR DARK POWER
AMPHETAMINES
At the beginning of the Killer phase, the Killer with the lowest health recovers

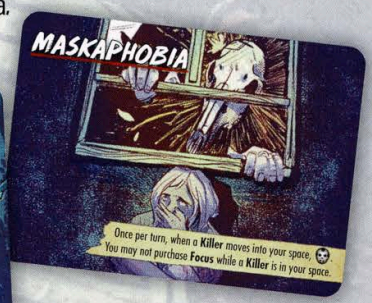
WOLFE ASYLUM TERROR CARDS (4): Extreme Paranoia, "Give us our meds", "I found some candy!", "What is this place doing to me?"

INTRUDERS TERROR CARDS (6): Minor Dark Power: Amphetamines, "There's blood everywhere", "They're everywhere!", "They will hunt you" x2, "We're all going to die!"

DARK POWER: Maskaphobia.

FINALE: Release the Beast

All Killers:
All Killers are considered Active for the rest of the game. Perform the Killer actions starting with the top-most Killer.
RELEASE THE BEAST



SPECIAL RULES: When setting up this scenario, place "What is this place doing to me?" as the top card of the Terror deck.

UNEXPECTED VISITORS

Ellen adjusted the ship's sensors. "Captain, sensors have picked up a ship of unknown origin. It's just drifting." She continued to study her monitor. "The ship's material appears to be alien."

"Send a probe," the Captain ordered. "Let's try to learn more before we get closer."

The probe was launched and started scanning as it was making its approach towards the unknown vessel. It slowed and started collecting readings. It did a slow sweep from nose to aft.

"Results are coming in." Ellen paused as she read through the preliminary findings. "The ship is made of an unknown material but its surface appears to have some minerals embedded in it... and some of these minerals are found only on Earth. Dating indicates this ship must have left Earth over a hundred years ago." She looked back, studying the Captain's face. His expression remained stoic, deep in thought.

"Any lifeforms?"

Ellen resumed looking at the probe findings. "There are 3 lifeforms. They appear to be in some sort of hypersleep." More readings kept coming in. "And they appear to be human."

There was a long silence. All eyes were on the Captain, waiting for his direction. He drew in a slow, deep breath. "Let's get them on our ship."

"Captain!" Ellen quickly responded. "It's a ship of unknown origin. Safety protocols require us to report our findings only and to not engage."

"I know the protocols, Lieutenant," the Captain responded as he stood up. "But we already know that ship's been on Earth, and it's carrying humans. And those humans are going to tell us exactly what happened after they've had a good meal on our ship."

FINAL GIRL: Ellen

SETUP: Showdown

ITEMS: *Set up the Item decks as normal.*

EVENTS: *Set up the Event deck as normal but starting Event is The Captain.*

USS KONRAD TERROR CARDS (5): Garbage Day, Gas Leak, Incinerator Malfunction, Minor Dark Power: Slippery, Solar Interference

INTRUDERS TERROR CARDS (5): Minor Dark Power: Amphetamines, "There's blood everywhere", "They're everywhere!", "We're all going to die!", "Where are they coming from?"

DARK POWER: *Set up the Dark Power card as normal.*

FINALE: *Set up the Finale card as normal.*

SPECIAL RULES: The Intruders are not fully recovered from being awoken from their hypersleep and start with one each.

WHAT IF THE STORIES YOU WERE TOLD AS A CHILD WERE TRUE? WHAT IF THERE DID EXIST A PLACE WHERE TALES AND FABLES WERE A REALITY? WHERE MAGIC AND MISCHIEF WERE REAL?

They ARE in fact real, but it isn't what you might think. It would be impossible to get you to understand this fully, but know that the following statement is true. Every world imagined by the inhabitants of Earth does in fact exist. The imagination, daydreams, nightmares, and all of the fantastic creations of the mind are actual visions of real places and times in the known and unknown universe. You don't have to believe it (and most humans don't), but that does not make it any less true.

ONCE UPON A TIME

Red was screaming. Loudly. And perpetually. She was flying through some strange wormhole or something. It looked like those hyperspeed tunnels from one of those sci-fi shows. Just hurtling through space... her last memory diving into a dumpster to avoid the bullies that were chasing her.

Then something came into view and her body was flying uncontrollably toward what looked like... a bed of flowers? She only let herself be confused for a moment as she prepared herself for death.

Her body slammed into the flowers. But instead of becoming mush, it felt as though she had landed on the softest pillow ever created. She stood up in a strange new land. A fairy, wait a FAIRY? Buzzed by her head, leaving a trail of sparkling dust.

"Where am I?" Red pondered.

FINAL GIRL: Red

SETUP: Picnic

ITEMS: *Remove the Red Cape and then set up the Item decks as normal.*

EVENTS: *Set up the Event deck as normal but starting Event is Travelers.*

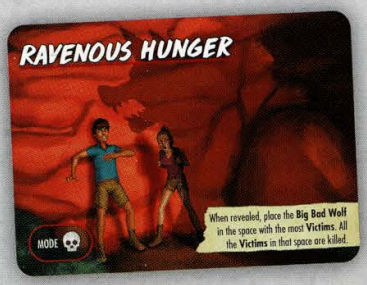
STORYBOOK WOODS TERROR CARDS (3): "I was carried like a rag doll!", "There's something in the trees!", Once Upon a Time

BIG BAD WOLF TERROR CARDS (7): The Jaws that Bite (x3), The Claws that Scratch (x2), It Snarled with Red Glowing Eyes, I'll Huff and I'll Puff

DARK POWER: Ravenous Hunger

FINALE: Thrill of the hunt

IT SNARLED WITH RED GLOWING EYES
If there are no Victims on the board, discard and draw the next Terror card. Otherwise:
ONCE UPON A TIME
Place 2 new Victims at Grandmother's House.
The Killer recovers
EVENT


RAVENOUS HUNGER
When revealed, place the Big Bad Wolf in the space with the most Victims. All the Victims in that space are killed.
MODE

SPECIAL RULES: Red starts the game with the Red Cape Item.

WOLF ASYLUM

The hairy man they'd just brought in gave Veronica the shivers. She was in the waiting room to go back and visit her grandfather who had long suffered from dementia. The hairy man looked at her as he was being led off by the staff, smiling as their eyes met. Then he tilted his head back and howled maniacally. The howls could still be heard as the door to the next room closed behind him and he was led off through the corridors of the asylum.

Veronica loved her grandfather, but this place gave her the heebie jeebies like no other.

"Veronica? I'm Dr. Sunshine, please follow me back to the Common Room for your visit."

FINAL GIRL: Veronica

SETUP: The Doctor is In

ITEMS: *Set up the Item decks as normal.*

EVENTS: *Set up the Event deck as normal but starting Event is Dr. Sunshine.*

WOLFE ASYLUM TERROR CARDS (3): Extreme Paranoia, "All Hail the New Master", "Give us our Meds!"

BIG BAD WOLF TERROR CARDS (7): *Remove all Minor Dark Powers (keep them aside for later use), then select 7 at random.*

DARK POWER: Sixth Sense

FINALE: Thrill of the Hunt

THE JAWS THAT BITE
If there are no Victims on the board, discard and draw the next Terror card. Otherwise:
"GIVE US OUR MEDS!"
For each Victim in your space, do one of the following: discard a Pill OR take (you may defend).

Each time the Big Bad Wolf moves 1 or more spaces, it recovers
THRILL OF THE HUNT
SIXTH SENSE
The Big Bad Wolf ignores damage effects from Reaction Cards (such as Retaliate).

SPECIAL RULES: If the Wolf is in a space with a Pill token it will eat the pill. Reveal a Side effects card and if it is a Normal, no effect card, then the Wolf takes . If it is any other Side Effect, draw a random Minor Dark Power and put it in play.

A WOLF AMONG US

Ellen hated transport missions. But especially ones that involved transporting woman-eating creatures to the Ark planet of Criterion. In all of history, there might not have ever been a worse idea than protecting and collecting the universe's most deadly beings on Criterion on the off chance that one of them, or something to do with their biology, might be of critical importance to the universe one day.

As they always did, assuming the creature would fit, the crew of the Konrad locked the wolf in one of the escape pods for the journey. This way, when they got into orbit of Criterion, they would jettison the escape pod down to the awaiting planetary receiving tractor beam and be gone as fast as they'd come. This method limited contact with the creature to virtually none and was the safest method. Or so they thought...

When the ship unknowingly and unexpectedly flew through an anti-transference field, the Konrad's entire power system shut off. All of the escape pod doors immediately unlocked as was standard procedure. The system was back online within 30 seconds and the door locks re-engaged, but by then it was too late. The wolf was out!

FINAL GIRL: Ellen

SETUP: Bloody Feast

ITEMS: *Remove Energy Drink and Mysterious Pills, then setup the Item decks as normal.*

EVENTS: *Setup the Event deck as normal but starting Event is "Faulty Wiring".*

USS KONRAD TERROR CARDS (2): System Reboot, Solar Interference

BIG BAD WOLF TERROR CARDS (8): *Select 8 at random.*

DARK POWER: Sixth Sense

FINALE: Rampant Growth

SYSTEM REBOOT
Take all on the board and on any Maintenance cards and return them to their Keycard Item cards.
If at least one is
SOLAR INTERFERENCE
Remove all from the board and all Maintenance cards. Then roll a die for each and place it as follows:
1: UPPER LEFT MAINTENANCE SHAFT
2: CRUSHER
3: UPPER RIGHT MAINTENANCE SHAFT
4: LOWER RIGHT MAINTENANCE SHAFT
5: INCINERATOR
6: LOWER LEFT MAINTENANCE SHAFT

SPECIAL RULES: You start the game with the Energy Drink and Mysterious Pills Item cards.

THE RATCHET LADY IS AN AGENT OF MADNESS. ANYONE WHO WILL NOT ACCEPT MADNESS DESERVES ONLY DEATH. HER POWER COMES DIRECTLY FROM THOSE AROUND HER WHO HAVE BEEN DRIVEN MAD, EITHER PERMANENTLY OR TEMPORARILY.

Many people find themselves driven to madness from her presence alone. The onset could be the result of coming face to face with her terrifying visage, or perhaps by hearing the sound of her voice, which can't be described to someone that has never before heard the voice of a devil or demon. When all else fails, the Ratchet Lady will use chemicals or drugs to facilitate the change.

Those affected become uncontrollable, angry, and maniacal. They embrace the violent madness they've been infected with and while, like the Ratchet Lady, they wish to bring others to that madness, their violent methods inevitably result in the death of their subjects.

The Ratchet Lady wasn't always evil. In fact, she was a beloved nurse at a facility for mental rehabilitation. She was extremely good at her job, but her biggest flaw was the need to be perfect. When one of her patient's conditions would worsen, usually for reasons she, nor anyone else, was responsible for, she would take it extremely poorly. After several such cases of patients needing to be transferred to other facilities, she began to visit the "lost" patients, as she called them.

RETURN OF THE RATCHET LADY

Wolfe Asylum was a place born of good intentions. Doctors and nurses arrived in hopes of helping patients and patients arrived in hopes of getting that help. As is often the case, intentions don't always lead to the outcomes expected.

When managing the patients became difficult, the staff got tougher and became less forgiving and less understanding. So when the Ratchet Lady, in all her evil, returned to the place she once worked as a nurse, she had little trouble wreaking death and havoc on the place.

FINAL GIRL: Heather or Veronica

SETUP: Padded Rooms

ITEMS: *Set up the Item decks as normal.*

EVENTS: *Set up the Event deck as normal but starting Event is Welcome to the Madhouse.*

WOLFE ASYLUM TERROR CARDS (2): Fueled by Madness, "What is this place doing to me?"

RATCHET LADY TERROR CARDS (8): Blood Jolt, "Don't worry, this won't hurt...", "We are helping!", Minor Dark Power: Blood Drive, Screams in the Dark, "Join me in the Dark Places", Blood Transfusion, "Join us or die!"

DARK POWER: Manic Burst

FINALE: Hold her Down

SPECIAL RULES: Heather starts the game with one random Pill token. Veronica starts the game with a free Distraction Action card in her starting hand.

ICE IN HER VEINS

Heather never thought she'd see the Ratchet Lady again. Especially after being assigned as a station medic at a research facility in Antarctica. But the Ratchet Lady traveled the roads of madness and wasn't subject to the transportation constraints of the layperson.

It wasn't uncommon for crew at the station to go a little crazy from the cold and the seclusion. So after she treated the Chef for hallucinating, she didn't think too much of it... until he described what he had seen. He must not have noticed her almost gasp and go pale when he described the exact appearance of the Ratchet Lady approaching him through the falling snow out near the tool shed.

She was here.

FINAL GIRL: Heather

SETUP: Good Morning

ITEMS: *Set up the Item decks as normal.*

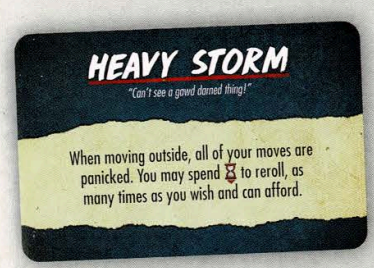
EVENTS: *Set up the Event deck as normal but starting Event is Heavy Storm.*

STATION 2891 TERROR CARDS (8): *Select all 8. (See Special Rules.)*

RATCHET LADY TERROR CARDS (10): *Select 10 at random. (See Special Rules.)*

DARK POWER: *Set up the Dark Power card as normal.*

FINALE: *Set up the Finale card as normal.*


HEAVY STORM
"Can't see a gawd darned thing!"
When moving outside, all of your moves are panicked. You may spend ⧖ to reroll, as many times as you wish and can afford.

SPECIAL RULES: The first time YOU damage the Ratchet Lady, discard the "Heavy Storm" Event Card. The Terror Deck starts with 18 cards. If you draw a STATION 2891 Terror card while the Heavy Storm is in play, ignore all of the effects except the Frostbite and Helicopter effects and resolve the next Terror Card. If Heavy Storm is not in play, ignore all the effects except for the Helicopter effect and resolve the next Terror Card.

MADDENINGLY EVER AFTER

The Ratchet Lady was pulled into Storybook Woods because frankly, the whole idea of it was insane. Its poor denizens, both good and evil, were no match for her suggestive powers and ability.

Hansel and Gretel were on their way through the forest, as they often were. As usual, they were paying close attention for the dangers that frequented the area. Wolves, trolls, and the like. When they heard screams from afar they were instantly alert. When those screams turned to laughter their alert turned to curiosity. When that laugher turned to blood-curdling screams, their curiosity turned to fear.
"Gretel, we must go!" Hansel exclaimed in a panic.

FINAL GIRL: Gretel

SETUP: Scatter!

ITEMS: *Set up the Item decks as normal.*

EVENTS: *Set up the Event deck as normal but starting Event is Hansel.*

STORYBOOK WOODS TERROR CARDS (2): The Full Moon is Out, Out of the Woods

RATCHET LADY TERROR CARDS (8): *Select 8 at random.*

DARK POWER: *Set up the Dark Power card as normal.*

FINALE: Feed the Madness

THE FULL MOON IS OUT
Roll a die. Then place the Killer in the space indicated below:
1-2: Clearing
3-4: Meadow
5-6: Glen
OUT OF THE WOODS
If there are no Victims on the board, discard and draw the next Terror card. Otherwise:
All Victims that are not in your space move 1 space towards the Village.

Ratchet Lady recovers
At the start of the Killer phase, if there are no Maniacs on the board, spawn a Maniac in the Ratchet Lady's space.
FEED THE MADNESS

SPECIAL RULES: Roll one extra die for "Calm" if in the Glen, the Dell, or the Meadow.

A letter to my newborn.

Son, I hope you are one day old enough to read this. I may not be around when you do... if you do. But I have to tell you the truth about what we know. Probably more for myself than for you, but that is how it is now... we have to stay busy to stay sane.

The dead have risen. Everyone wants to know why, how it happened. But we have no answers. The only thing we can do is survive. Take each day, hour, minute, and second, one at a time. Protect ourselves and the ones we love.

It shouldn't have happened like it did. They are slow. They are easy to kill. But their sheer numbers, their collective resiliency, their ability to multiply by killing the living, it is something that we are struggling to contain.

ALL FOR THE CHILD

On the day they came, we were on vacation at a little cottage. The leaves were changing and a slight breeze filled the air. Off in the distance on the other side of the lake, I could see a few people shambling around, doing what, I do not know... There wasn't anything out there so it was odd to see other people. I yelled out and waved but didn't get any response. I could tell they heard me because they stopped and looked for a brief moment. They didn't wave back and just began walking along the shoreline.

Several minutes later the first visitor poked through the brush on the outskirts of the property. My communication went unreturned and I started to feel like something was very wrong. It was then I noticed the physical trauma on the person. My immediate reaction was to run to their aid, but after a moment I realized the trauma was undoubtedly deadly. No one could survive such an injury.

More were coming and I ran inside. "Patsy! We are in danger! Grab the shotgun and come out on the back porch!"

As he turned to reevaluate the situation, Patsy's boyfriend was bitten by a zombie.

FINAL GIRL: Patsy

SETUP: Grad Party

ITEMS: *Remove the Shotgun, then set up the Item decks as normal.*

EVENTS: *Set up the Event deck as normal but starting Event is Loser Boyfriend.*

WINGARD COTTAGE TERROR CARDS: *Set up the Terror deck as normal.*

TERROR FROM THE GRAVE TERROR CARDS: *Set up the Terror deck as normal.*

DARK POWER: Super Horde

FINALE: They've all been bitten!

SHOTGUN
"Now we're talking."
1
The Shotgun cannot modify an Action card and must be used without one. Spend to make a Horror Roll.
: Deal to 1 Enemy within range.

SUPER HORDE
If a Horde moves into a space with another Horde, merge them into 1 Horde combining their health. If any Horde ever has 12 or more health, you immediately lose the game.
THEY'VE ALL BEEN BITTEN!

SPECIAL RULES: Patsy starts with the Shotgun Item card.

DEADHOUSE

Dr. Death finally made a breakthrough in his experiment. He had revived a dead patient over 24 hours after the patient had expired. He quickly repeated this success with others to be sure it wasn't a fluke. It worked!

Death failed to think of the repercussions of his experiment. However, even if he had, he likely still would have gone through with it. Now the residents of Wolfe Asylum were in grave, grave danger.

FINAL GIRL: Your Choice

SETUP: A Solitary Life

ITEMS: *Set up the Item decks as normal.*

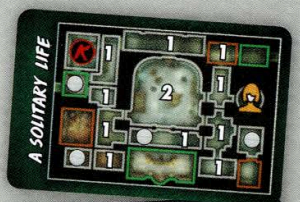
EVENTS: *Set up the Event deck as normal but starting Event is Dr. Death.*

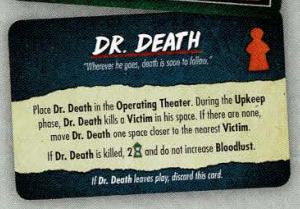
WOLFE ASYLUM TERROR CARDS (2): *Select 2 at random.*

TERROR FROM THE GRAVE TERROR CARDS (8): *Select 8 at random.*

DARK POWER: Runners

FINALE: They've all been bitten!




DR. DEATH
"Wherever he goes, death is soon to follow."
Place Dr. Death in the Operating Theater. During the Upkeep phase, Dr. Death kills a Victim in his space. If there are none, move Dr. Death one space closer to the nearest Victim.
If Dr. Death is killed, 2 and do not increase Bloodlust.
If Dr. Death leaves play, discard this card.

RUNNERS
Zombies no longer ignore icons on Terror cards. When resolving actions on Terror cards, always move all Zombies before resolving attacks.

When this card is revealed replace each remaining Victim on the board with a Zombie. If there are no Victims,
THEY'VE ALL BEEN BITTEN!

SPECIAL RULES: You may start the game with a random Pill token.

THAT SNOW ZOMBIE

The sun shone brightly as the scientist stumbled onto the grounds of Station 2891. She was exhausted so the crew ran to help her. She had come from another station on the tundra. She was Asian and claimed to be a collaborator working with the Germans. The commander was very suspicious and was worried she might be a spy.

The team helped get her inside and she told a wild story about some kind of rebellion at the German base. She said people were clawing, biting, and even killing each other. She showed a few scratches and even a bite that she had sustained.

And right about then the dogs started barking. Someone else was outside. The crew went to see what was going on and as they did, the scientist's eyes went cloudy white and she lurched for the closest human flesh she could get her teeth on.

FINAL GIRL: Kate

SETUP: Clear the Grounds

ITEMS: *Set up the Item decks as normal.*

EVENTS: *Set up the Event deck as normal but starting Event is "Who Goes There?".*

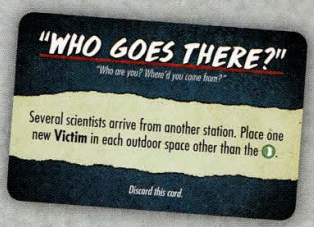
STATION 2891 TERROR CARDS (4): *Select 4 at random.*

TERROR FROM THE GRAVE TERROR CARDS (6): *Select 6 at random.*

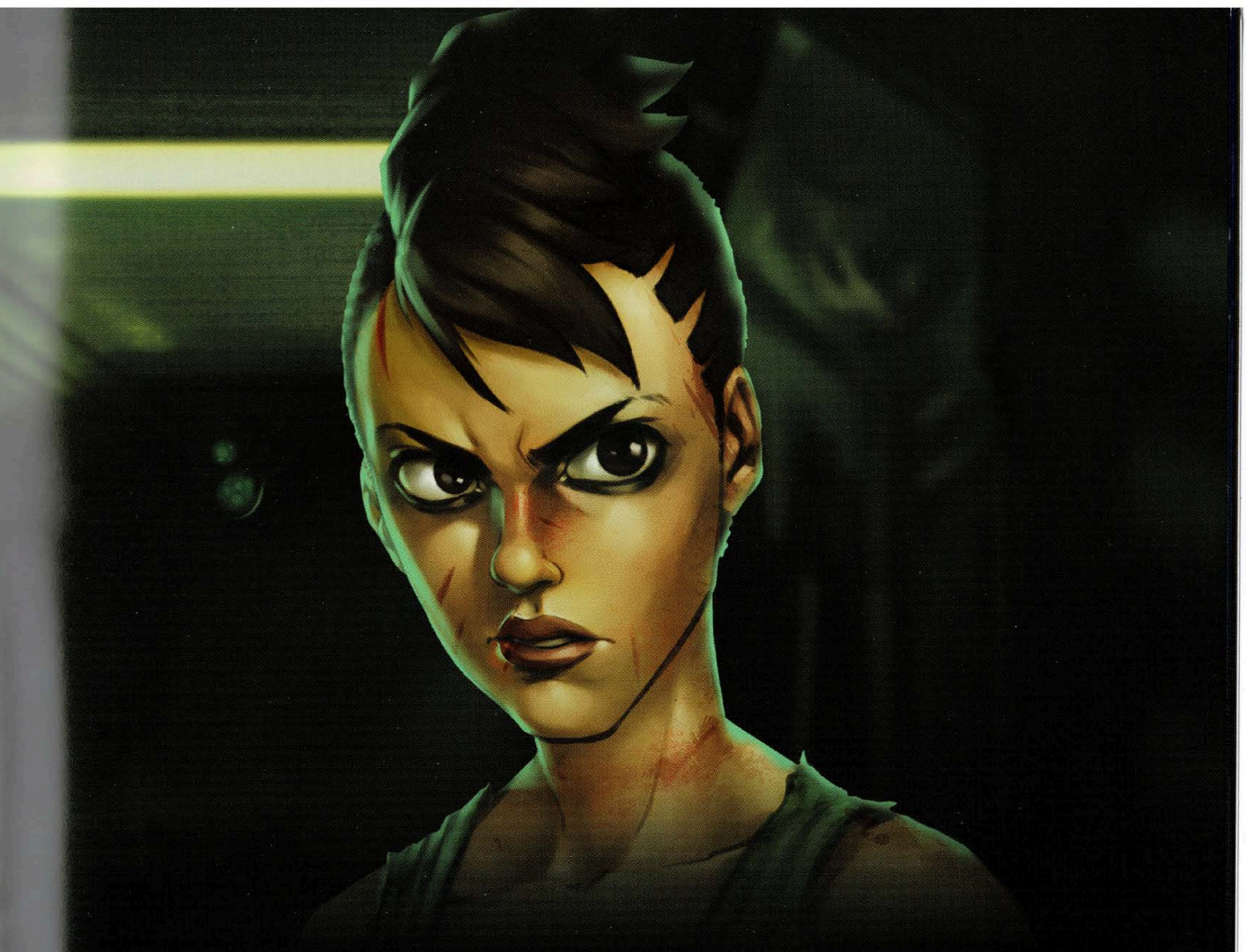
DARK POWER: Super Horde

FINALE: I'm overwhelmed!

SUPER HORDE
If a Horde moves into a space with another Horde, merge them into 1 Horde combining their health. If any Horde ever has 12 or more health, you immediately lose the game.
When this card is revealed replace your Final Health token with a white Final Health token.
I'M OVERWHELMED!


"WHO GOES THERE?"
"Who are you? Where'd you come from?"
Several scientists arrive from another station. Place one new Victim in each outdoor space other than the .
Discard this card.

SPECIAL RULES: The Zombies and Hordes are immune to Frostbite.



JENETTE

Jenette has always been a mercenary. Her signature mohawk and her tight muscles are a good outward indicator of that. And if that doesn't give it away, her shrewd negotiating skills do. She'll take all kinds of jobs if the pay is right, but she prefers the ones that require shooting things.

A true badass, Jenette has never backed down from a fight.

TIPS FOR PLAYING WITH JENETTE:

Jenette is a true weapons specialist and is so good with her hands it almost seems like she has 3 of them! Make use of her Ultimate Ability to keep a variety of weapons equipped and use her 'extra' uses on the strongest ones!

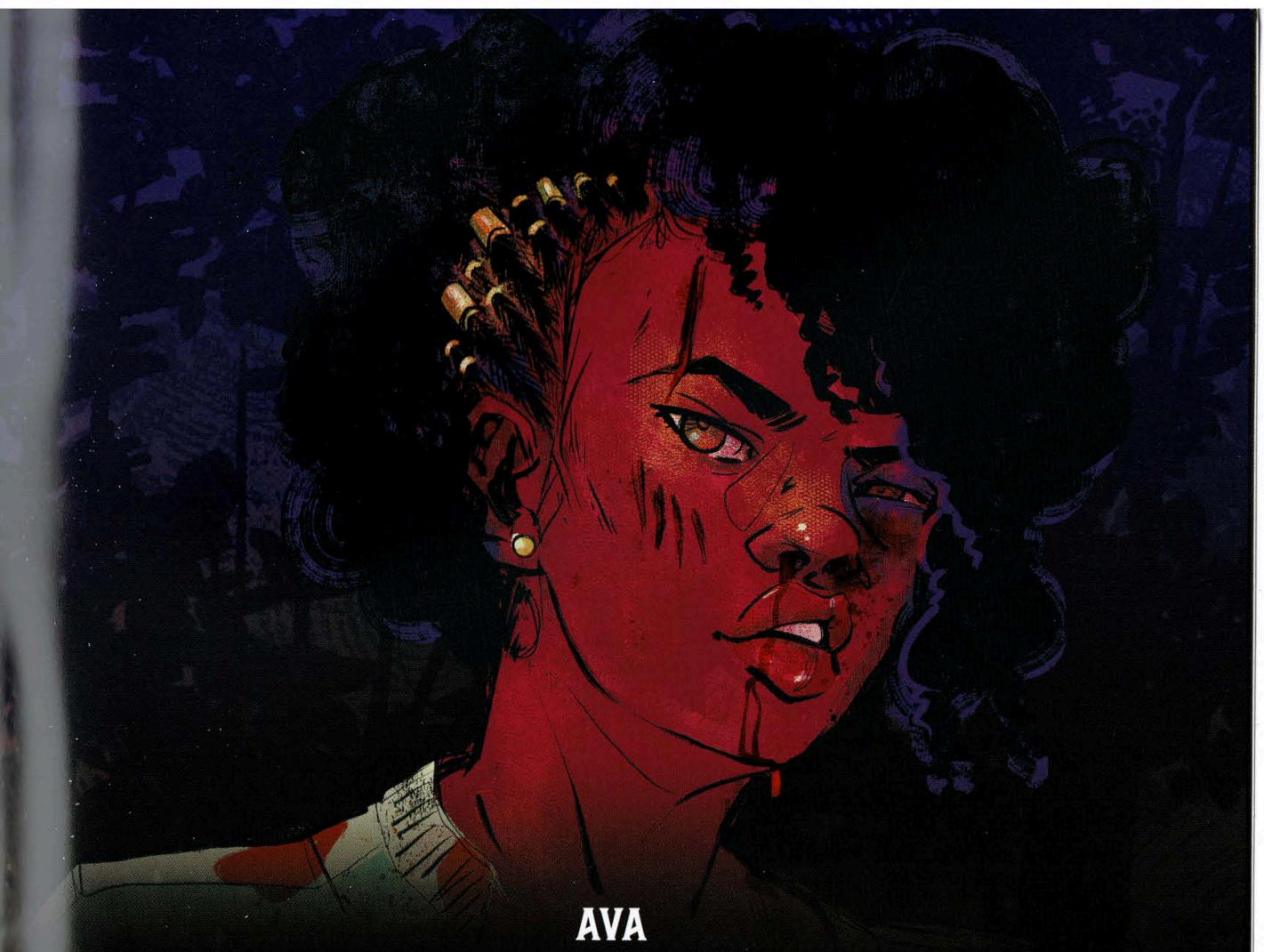
UKI

Uki Fox has been a survivor from birth. Her mother had her own experience as a final girl while in labor (a story for another time). But because they were both tenacious enough to survive the ordeal, her mother named her Uki, an Inuit name meaning "Survivor."

Uki is incredibly tough and along with her dog, an Alaskan Malamute named Gus, is often hired as a companion by adventurers and danger seekers. She is exactly the person the Station 2891 research crew needed to help them survive the frigid wasteland.

TIPS FOR PLAYING WITH UKI:

Uki has a nice amount of health and her Ultimate Ability is a bit easier to unlock but still very strong. If circumstances or your own persistence allows you to unlock it in the early game it could be a huge boost as it basically grants you a free "Guard" action once per turn. With her Ultimate Ability, she has the most fortitude of any of the Final Girls.



AVA

Ava Tyler grew up in a rough part of town. When she wasn't helping her dad fix small appliances, she was typically mixed up in some trouble and usually a fight or two. She was opinionated, stubborn, and strong-willed, and 'compromise' was not in her vocabulary. She eventually learned to pick her battles, but it took a lot of battles to get there. If nothing else, she picked up some good fighting skills from her various scraps, and also some first aid skills from having to patch herself up.

When she was with her dad, she would spend hours watching him take things apart, carefully label them, and then put them all back when it was fixed. She loved spending her time tinkering with things and as a result, she learned to make do with very little, frequently repairing things multiple times instead of throwing them away. These skills helped her land decent jobs and employers were frequently impressed by her resourcefulness. When she finally made enough to move her family out of the neighborhood, many said she was just one of the lucky ones, but she knew better... her good fortune was the direct result of having to fight for everything she had and taking nothing for granted.

TIPS FOR PLAYING WITH AVA:

Ava's bonus actions focus on healing, allowing her to take damage early and recover it easily. In addition, her movement bonus actions can help save victims quickly. Getting to her Ultimate Ability early in the game should be a priority. Not only does it increase the odds of success for all future Horror rolls, but additionally, each subsequent victim saved reduces Horror. If reduced far enough this gives you more dice for Horror rolls, and when combined with her Ultimate Ability, makes Ava quite reliable at getting Horror roll successes.

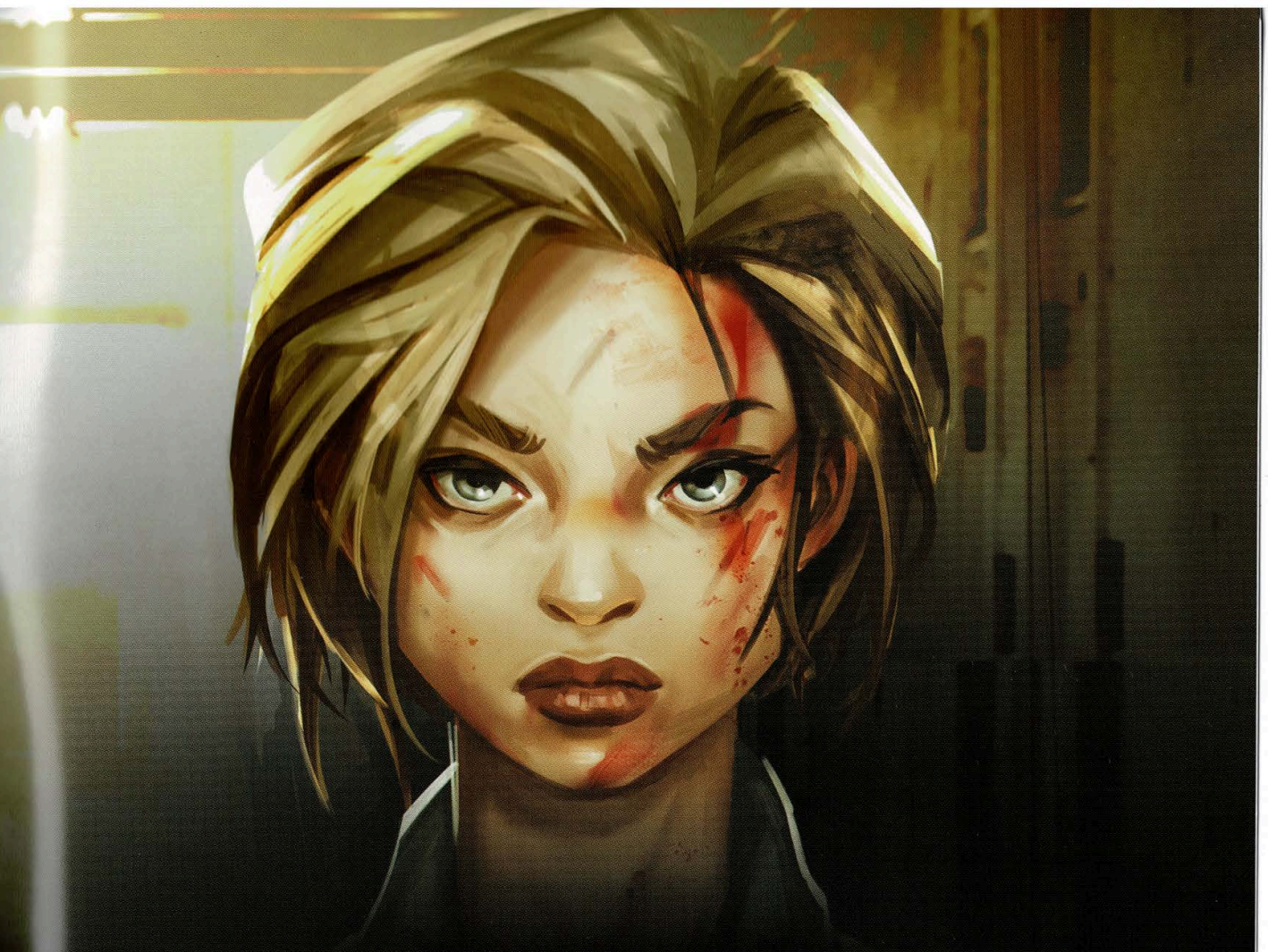
GRETEL

Gretel grew up in Storybook Village. Fairy tales are all she's ever known. She is no stranger to danger like witches, wolves, trolls, evil fairies... you name it, she's survived it.

Her brother would often take credit for their survival when telling townsfolk of their exploits, so Gretel's tenacity wasn't well known amongst the residents of the village. Hansel's boasting was annoying, but he was her brother after all. And to be honest, she was happy to let him have the attention. She much preferred the attention of the birds and other animals of the forest anyway.

TIPS FOR PLAYING WITH GRETEL:

Gretel has some nice Victim save effects and only needs 5 saves to unlock a strong Ultimate Ability that allows you to convert die results of 2 into successes! It costs an extra card to do so, but reducing true fail results to only one side of the dice is huge. Just make sure you have the proper hand equity to take advantage of it.



HEATHER

Heather worked as a nurse at Wolfe Asylum. She had a loving and giving heart and had helped restore many of her patients to a state where they could leave the asylum and go back to their lives. That was the goal after all.

Of late though, Heather had seen and heard things she was not supposed to. While her unit and staff were on the up and up, others in the facility were participating in nefarious and even illegal, activities. Because of what she'd learned it was with a heavy heart that she'd decided to turn in her resignation.

TIPS FOR PLAYING WITH HEATHER:

Heather's Ultimate Ability amplifies her successes granting rerolls and/or extra damage. As such she can end games quickly when her ability is unlocked. Of course with this comes average health and average victim save effects. Try to unlock her Ultimate Ability if you can.

We started working on Series 2 shortly after the first Final Girl Kickstarter funded successfully. It was extremely exciting to be able to expand on what we had built. There are so many great horror themes to draw inspiration from and we love getting inspiration from other great creations and ultimately creating our own unique world and characters. In Series 2, we were fortunate to get designs from Julie Ahern and Mike Martins. Their designs are fantastic editions to the product line.

What can we say about the response to our Series 2 KS other than, "WOW"! It still seems surreal that we raised over $2 Million dollars for a solo-only game. At the same time, we never put anything past our backers and we wouldn't be surprised if Series 3 (that's right!) beats that number. We humbly thank you for your past, present, and future support.

But let's not get too far ahead of ourselves. There is already so much to enjoy in Series 1 and 2. We can't wait to see and hear about your experiences! Please share them with us, we love to hear about them!

And, yes, in case you didn't get the not-so-subtle clue above...

TO BE CONTINUED!

— A.J. Porfirio, Evan Derrick, and
all of us at Van Ryder Games

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